 Character 

In this system, a player’s character is their avatar in the secondary world. These characters are defined by their stats, skills, equipment, and the choices of the player in how they act and react to the happenings in the game. Detailed throughout this section are these defining characteristics and features that make up a character.

| Character Generation Steps The steps details below are an overview of the steps a player follows when creating their character. Further details are clarified in the further section that the step refers to.  ***Generate your Attributes***  ***Select you Race, Birthsign, & Culture***  ***Construct your Background***  ***Choose your Starting Skills***  ***Spend your Starting Wealth*** |  |
| --- | --- |

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| Attributes All characters and creatures are mechanically defined by their seven core attributes. These attributes represent various aspects of a character’s being and their capabilities in certain actions. Attributes are measured from 1-20 and only rare and powerful foes will have attributes beyond this, with your typical player character being unable to naturally exceed a score of 20. If, for any reason, an attribute is reduced to 0, the character instantly dies. These attributes are described below Attribute Bonuses Attributes have a bonus based on their total score. These bonuses are called on by certain abilities, actions, and spells as a modifier to the abilities' effects. When an attribute bonus is called for, it will be referred to using the attributes abbreviated form with a capital B, such as AgiB or StrB. The attribute scores and their associated values are as follows.   | **Attribute Score** | **Bonus** | | --- | --- | | **1 - 3** | **+1** | | **4 - 7** | **+2** | | **8 - 11** | **+3** | | **12 - 15** | **+4** | | **16 - 19** | **+5** | | **20** | **+6** |  Generating Attributes When creating your character, you will roll to determine their attributes by rolling **3d6 seven times** and assigning each result to a different attribute as you wish.  A character’s race applies modifiers to certain attributes that represent that race's physiological and cultural predilections and traits. | Agility (Agi) Measures a character’s physical speed, reflexes, and coordination, reflecting their overall ability to move quickly and gracefully. Endurance (End) Measures a character’s physical health, stamina and toughness, and their resistance to damage. Intelligence (Int) Measures a character’s mental prowess, problem solving, reasoning, ability to recall information, and understanding of the mysteries of magicka. Perception (Prc) Measures a character’s sensory awareness, as well as the accuracy of their “gut instincts” and intuition. Personality (Prs) Measures a character’s natural charisma, presence, expressiveness, and social abilities Strength (Str) Measures a character’s physical prowess, and their ability to employ that prowess and push themselves to their physical limits. Willpower (Wp) Measures a character’s mental control, resilience, and their ability to control and shape magicka. Derived Characteristics Certain defining characteristics of a character’s being are derived from multiple sources or are altered by an equation, such as a character’s max Health. These derived characteristics and their equations are detailed here below. |
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| Health (End Score x2) A character’s Health Points (HP) maximum is equal to twice their Endurance score and reflects how much damage they can withstand before they die. Damage that characters take reduces their current HP by the equivalent amount. Magicka (Int Score x2) A character’s Magicka Points (MP) maximum, which is equal to twice their Intelligence score, is a measure of how much magical energy (known as magicka) the character is naturally able to draw upon from their reserves. Stamina (EndB + WpB) A character’s Stamina Point (SP) maximum is equal to their Endurance bonus plus their Willpower bonus with a minimum of one, though it may be modified in other ways. When characters reach zero SP they gain a level of the fatigue condition. Speed (AgiB + StrB) A character’s Speed, equal to the sum of their Agility bonus and their Strength bonus plus two with a minimum of two, is how many meters a character can move every time they take the “Move” action. Initiative Rating (IntB + AgiB + PrcB) A character’s Initiative Rating (IR) is used when making initiative rolls, and is equal to the sum of their Agility, Intelligence, and Perception bonuses. Attunement (WpB) Attunement represents a character’s ability to bond with magical items and is equal to their Willpower Bonus. Carry Rating (1/2 Str Score) Carry Rating represents how many items a character can carry on their person. A Character cannot carry over their Carry rating and can equip items to increase this value, such as backpacks. This value is equal to half your strength score. | Character Progression The primary means by which characters progress in this system is through the accumulation and use of Experience Points (also known as XP) awarded by the GM. XP can be spent by characters to purchase attribute advances, train new skills, increase skill ranks, and learn new magic spells.  Listed below are some rule variants that detail when and where Players can spend their Experience. GM’s are meant to select one, or multiple, of these rules to use for their campaign. Safe Haven This rule has players only allowed to spend their Experience while they are in a City or a Base of an ally or their own. Rest & Meditation This rule requires the players to take an Extended Rest (One Week) in order to spend their Experience. In Between Sessions This rule allows players to spend their Experience in between sessions. Their points are only dedicated at the start of the next session. Improving Skills A character may spend their XP on increasing their skill ranks or learning new skills. Doing so costs an amount of XP equal to the rank they wish to purchase, times five. A character may seek out training in a skill, doing so costs gold and takes a week's downtime. Doing this reduces the multiplier by one. Next Skill Rank x5Improving Attributes Character’s may also choose to spend their XP to increase an Attribute’s score. Doing so costs an amount of XP equal to their Current Score times one and a half. Current Score x1.5 |
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 Races of Tamriel 

The races provided here represent the races available to players in the Elder Scrolls video games. Every race grants a set of unique abilities, traits, and attribute modifiers.

| Altmer The High Elves consider themselves the most civilized culture of Tamriel; the common tongue of the Empire, Tamrielic, is based on Altmer speech and writing, and most of the Empire's arts, crafts, and sciences derive from High Elven traditions. Deft, intelligent, and strong-willed, High Elves are often gifted in the arcane arts.   | **Attribute Modifiers** | **+1 Int, +1 Wp** | | --- | --- | | **Traits** | | | **Mystic Blood (Passive)**  +10 Max Magicka and Altmer have +1 to their Max Attunement  **Arcane Conduit (Active)**  Once per Short Rest as a free action, you can fully restore your Magicka. However, after doing so, you gain the Weakness to Magic (1) trait until you finish a Short Rest. | | | Argonian At home in water and on land, the Argonians of Black Marsh are well-suited to the treacherous swamps of their homeland, with natural immunities protecting them from poison. The female life-phase is highly intelligent, and gifted in the magical arts. The more aggressive male phase has the traits of the hunter: stealth, speed, and agility. Argonians are reserved with strangers, yet fiercely loyal to those they accept as friends.   | **Attribute Modifiers** | **+1 End, +1 Prc** | | --- | --- | | **Traits** | | | **Marsh-Dweller (Passive)**  Argonians can breathe underwater and suffer no penalties from fighting underwater.  **Histskin (Active)**  Once per Short Rest as a free action, the argonian can instantly regain 1d6 HP and remove any poison currently affecting them. This power can be used in response to being poisoned and will ignore the effect before it happens. | | |
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| Bosmer The Wood Elves are the various barbarian Elven clanfolk of the Western Valenwood forests. These country cousins of the High Elves and Dark Elves are nimble and quick in body and wit, and because of their curious natures and natural agility, Wood Elves are especially suitable as scouts, agents, and thieves. But most of all, the Wood Elves are known for their skills with bows; there are no finer archers in all of Tamriel.   | **Attribute Modifiers** | **+1 Ag, +1 Prc** | | --- | --- | | **Traits** | | | **Nature’s Grace (Passive)**  Bosmer heal faster during short rests, recovering an amount of extra HP equal to your EndB.  **Beast Tongue (Active)**  Once per Short Rest as a free action, a Bosmer can become empathically bound to an animal (of the Beast Type) and can telepathically communicate with them as if they shared a language. They can maintain this communication with this animal until their next Short Rest or until one of them falls unconscious or dies. | | | Breton Passionate and eccentric, poetic and flamboyant, intelligent and willful, the Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural. Many great sorcerers have come out of their home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest of Bretons can boast a high resistance to destructive and dominating magical energies.   | **Attribute Modifiers** | **+1 Wp, +1 End** | | --- | --- | | **Traits** | | | **Manmeri Heritage (Passive)**  +1 Max Stamina and +5 Max Magicka  **Dragonskin (Active)**  You may have up to half of any incoming damage from a magical source be taken as damage to your magicka pool, rather than Health. | | |
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| Dunmer In the Empire, "Dark Elves" is the common usage, but in their Morrowind homeland, they call themselves the "Dunmer". The dark-skinned, red-eyed Dark Elves combine powerful intellect with strong and agile physiques, producing superior warriors and sorcerers. On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards. In character, they are grim, distrusting, and disdainful of other races.   | **Attribute Modifiers** | **+1 Ag, +1 Wp** | | --- | --- | | **Traits** | | | **Ashborn (Passive)**  Dunmer take half damage from fire  **Ruination (Active)**  Dunmer may imbue their weapon with their inner fire. Doing so has their weapon count as Magic and can count as fire damage when inflicting a special effect (on rolls of 1). Additionally, they inflict +3 Fire Damage with all of their attacks whenever they are below half health. | | | Imperial The well-educated and well-spoken natives of Cyrodiil are known for the discipline and training of their citizen armies. Though physically less imposing than the other races, Imperials are shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other nations and races, and to have erected the monument to peace and prosperity that comprises the Glorious Empire.   | **Attribute Modifiers** | **+2 Prs** | | --- | --- | | **Traits** | | | **Imperial Mettle (Passive)**  +5 Max HP and +1 Max SP  **Red Diamond (Active)**  Once per Short Rest as a free action, an Imperial can recover 1d12+ EndB HP in reaction to failing into the Brink. This healing cannot bring the Imperial above the 1/5 Health Threshold. | | |
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| Khajiit, Suthay-Raht The Khajiit of Elsweyr can vary in appearance from nearly Elven Ohmes to the Cathay-Raht "jaguar men" to the great Senche-Tiger. The most common breed found outside of Elsweyr, the suthay-raht, is intelligent, quick, and agile. Khajiit of all breeds have a weakness for sweets, especially the drug known as skooma. Many Khajiit disdain weapons in favor of their natural claws. They make excellent thieves due to their natural agility and unmatched acrobatics ability.   | **Attribute Modifiers** | **+2 Ag** | | --- | --- | | **Traits** | | | **Eyes of Night & Fear (Passive)**  Khajiit can see in total darkness and their unarmed attacks count as Keen type weapons.  **Suthay Grace (Active)**  Whenever a Suthay-Raht makes a successful Dodge check, they can move an additional 2m without provoking any AoO’s. | | | Nord The citizens of Skyrim are aggressive and fearless in war, industrious and enterprising in trade and exploration. Strong, stubborn, and hardy, Nords are famous for their resistance to cold, even magical frost. Violence is an accepted and comfortable aspect of Nord culture; Nords of all classes are skilled with a variety of weapon and armor styles, and they cheerfully face battle with an ecstatic ferocity that shocks and appalls their enemies.   | **Attribute Modifiers** | **+2 Str** | | --- | --- | | **Traits** | | | **Child of the Sky (Passive**)  Nords take Half damage from Frost  **Warrior’s Heart (Active)**  +3 Damage for every wound threshold passed. +3 when below half HP, +6 at 1/5, and +9 when in the Brink | | |
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| Orsimer These sophisticated barbarian beast peoples of the Wrothgarian and Dragontail Mountains are noted for their unshakeable courage in war and their unflinching endurance of hardships. Orc warriors in heavy armor are among the finest front-line troops in the Empire. Most Imperial citizens regard Orc society as rough and cruel, but there is much to admire in their fierce tribal loyalties and generous equality of rank and respect among the sexes.   | **Attribute Modifiers** | **+2 End** | | --- | --- | | **Traits** | | | **Brawny (Passive)**  Orcs do not take any penalties to their Initiative from their worn equipment and gain a +2 to their max Carry Rating.  **Unflinching (Active)**  Orcs ignore 4 damage (from all sources) for every wound threshold they drop beneath.-4 when below half HP, -8 at 1/5. | | | Redguard The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many weapon and armor styles, Redguards are also physically blessed with hardy constitutions and quickness of foot.   | **Attribute Modifiers** | **+1 Ag, +1 End** | | --- | --- | | **Traits** | | | **Yokudan Vigor (Passive)**  +3 Max Stamina  **Adrenaline Rush (Active)**  Redguards regain +2 SP whenever they drop below a wound threshold. | | |
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## *Birthsigns*

The stars of Mundus hold old and powerful magics that can manifest in gifted children born under their light. Player characters should be among these gifted few, whether they are learned in the lessons of astronomy and are aware from whence their gifts come or not.

| Determining your Birthsign When creating your character, ask your GM if they are allowing you to just pick a Birthsign or having you roll to randomly determine which stars marked your birth.  If you are allowed to choose, simply select the one you want and keep in mind which month you were born in for roleplay reasons.  If you must, or choose to, roll to determine your Birthsign, roll 2d12 and consult the chart to see which two you rolled and then choose from those two. If you roll doubles on the 2d12, such as rolling a 6 on both, you get the Serpent or the one you rolled.   | **Roll** | **Birthsign** | | --- | --- | | **1** | **The Warrior** | | **2** | **The Lady** | | **3** | **The Lord** | | **4** | **The Steed** | | **5** | **The Thief** | | **6** | **The Lover** | | **7** | **The Tower** | | **8** | **The Shadow** | | **9** | **The Mage** | | **10** | **The Apprentice** | | **11** | **The Atronach** | | **12** | **The Ritual** |  The Starless There are those whose birth was not blessed by the firmament, these individuals are actually the majority of Tamriel's people. Those born without a Sign are more driven in their goals as they lack any supernatural blessings.  Those born without a Star Sign gain an additional experience point per session. | The Warrior The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Last Seed*** | ***August*** | | ***Warwyrd***  +3 Damage to all of your attacks | |  The Lady The Lady is one of the Warrior's Charges and her Season is Hearthfire. Those born under the sign of the Lady are kind and tolerant.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Heartfire*** | ***September*** | | ***Lady’s Grace***  +10 Max Health | |  The Lord The Lord's Season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***First Seed*** | ***March*** | | ***Blood of the North***  Double all HP recovered over a Rest. | | |
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| The Steed The Steed is one of the Warrior's Charges, and her Season is Mid Year. Those born under the sign of the Steed are impatient and always hurrying from one place to another.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Mid Year*** | ***June*** | | ***Charioteer***  +2 Speed & +2 Carry Rating | |  The Thief The Thief is the last Guardian Constellation, and her Season is the darkest month of Evening Star. Her Charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. They will run out of luck eventually, however, and rarely live as long as those born under other signs.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Evening Star*** | ***December*** | | ***Danger Sense***  +4 to Initiative Rating | |  The Lover The Lover is one of the Thief's Charges and her season is Sun's Dawn. Those born under the sign of the Lover are graceful and passionate.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Sun’s Dawn*** | ***February*** | | ***Mooncalf***  +2 Max Stamina | | | The Tower The Tower is one of the Thief's Charges and its Season is Frostfall. Those born under the sign of the Tower have an incredible sense of their surroundings.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Frostfall*** | ***October*** | | ***Beggar’s Nose***  Once per Long Rest, you can instantly become aware of a single; Trap, Hidden Feature, or ambush in your immediate area, such as the room you are in. | |  The Shadow The Shadow's Season is Second Seed. The Shadow grants those born under her sign an affinity for the dark and an uncanny luck.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Second Seed*** | ***May*** | | ***Darkling***  You can see perfectly in the dark and can reroll one failed check per Long Rest without taking a complication. | |  The Mage The Mage is a Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Atronach, and the Ritual. Those born under the Mage have more magicka and talent for all kinds of spellcasting, but are often arrogant and absent-minded.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Rain’s Hand*** | ***April*** | | ***Fay***  You can forgo recovering any health or stamina over a Short Rest to triple the amount of MP you recover. | | |
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| The Apprentice The Apprentice's Season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magic of all kinds, but are more vulnerable to magic as well.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Sun’s Height*** | ***July*** | | ***Prodigy***  You half the time it takes to learn a new spell and spells cost 1 less MP. You have Weakness to Magic (1) | |  The Atronach The Atronach is one of the Mage's Charges. Its season is Sun's Dusk. Those born under this sign are natural sorcerers with deep reserves of magicka, but they cannot generate magicka of their own.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Sun’s Dusk*** | ***November*** | | ***Wombburn***  +20 Max Magicka Can not recover MP over Short Rests and only recover half their max on Long Rests | |  The Ritual The Ritual is one of the Mage's Charges and its Season is Morning Star. Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***Morning Star*** | ***January*** | | ***Mother’s Gift***  +1 Max Attunement and your attuned magic items regain an additional charge whenever they regain any charge. | | | The Serpent The Serpent wanders about in the sky and has no Season, though its motions are predictable to a degree. No characteristics are common to all who are born under the sign of the Serpent. Those born under this sign are the most blessed and the most cursed.   | **Tamrielic Month** | **Gregorian Month** | | --- | --- | | ***None*** | ***None*** | | ***Star Cursed***  Those born under the Serpent may choose one of the following effects for their Star Curse.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Once per Long Rest as a free action, drain a portion of your target Health and restore an amount of HP equal to the amount of Damage dealt in the attack. Doing so drains yourself of 1d4 SP.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Once per Long Rest as a free action, purge all Diseases, Poisons, and unwanted spells affecting you. This has no effect on permanent curses. Doing so drains yourself of 1d4 SP.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Once per Long Rest as an action, you can mark a target with the viper’s venom. Doing so gives them a Weakness (2) effect to all of your attacks. Doing so drains yourself of 1d4 SP.  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Once per Long Rest as an action, you can instantly recover 1d12+EndB HP, this healing can bring you above a wound threshold. Doing so drains yourself of 1d4 SP. | | |
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## *Cultures of Tamriel*

A character’s Culture represents the land and customs that shaped them throughout their life. The land of Tamriel is home to countless cultures and subcultures, but for the simplicity of the game, all cultures are provided with two variant Cultural Traits that represent the different characteristics of that culture’s variants as well as a set of Cultural skills to choose from that represent that cultures preferred disciplines.

| Choosing your Culture | Altmeri Culture The High Elves of Summerset Isles are a society of strict castes and hierarchy based on the purity of one's bloodline. With the highest of nobility claiming blood relations with the Divine Ancestors. The Altmeri engage in a form of ancestor worship and revere their “Divine Ancestors”.  This is a culture of arcane supremacy and view one’s individual merit through their magical ability, intellectual pursuits, and honored service to one’s masters.  Various Altmeri mages have become the greatest spellcasters in Tamriel and their culture has influenced much of both Bretonic and Imperial societies.   | **Cultural Skills** | | --- | | **+1 to 2 Spell Schools of your Choice**  **+1 to either Alchemy or Enchanting**  **+1 to either Lore or Etiquette** | | **Cultural Traits** | | Arcane Supremacy The Elves of the Summerset Isles are known to produce the most gifted of mages.  ***-1 MP cost of your Overloaded spells*** Phynaster’s Lesson The ancestor god Phynaster taught the Altmer to live longer by shortening their stride.  ***You take a -1 to your Speed***  ***You gain +5 Max Health*** | |
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| Anequinan  | **Cultural Skills** | | --- | | **+1 to Sneak, Survival, or Athletics**  **+1 to Unarmed & Dodge**  **+1 to Streetwise or Martial** | | **Cultural Traits** | | Trait ? Trait ? | | Bosmeri  | **Cultural Skills** | | --- | |  | | **Cultural Traits** | | Trait ? Trait ? | |
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